

## **IN THE CLAIMS**

**Kindly replace the claims of record with the following full set of claims:**

1. (Currently amended) A method of operating a computer game program comprising the steps of:
  - (a)-loading said computer game program;
  - (b)- executing said computer game program;
  - (c)-receiving instructions from a user interface to start playing said game program free of charge
  - (d)-changing the game status according to said instructions, and
  - (e)-charging a user to store said game status comprising:
    - charging said user a first amount to store said game status for a predetermined time period and
    - charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined period and a number of said storages is limited to a predetermined number during a specified time period.
2. (Currently amended) The method according to claim 1, further comprising the step of:
  - (f)-pausing ~~[[he]]~~ the game status for a predetermined period of time between steps (d) and (e) in response to a specific instruction from said user interface.
3. (Previously presented) The method according to claim 2, further comprising the step of:
  - (g)- further changing the game status according to said instructions after step (f).
4. -5. (Cancelled)
6. (Previously presented) The method according to claim 1, wherein said charging is debiting a user's account.

7. (Previously presented) The method according to claim 6, wherein said user's account is credited following specific changes in the game status.

8. (Currently amended) A computer game system for operating a computer game program comprising computer readable storage means arranged to store said computer game program, a processor [[14]] arranged to load said computer game program from said storage means, to execute said computer game program, to receive instructions from a user interface to start said program free of charge, to change the game status according to said instructions, and charging means for charging a user ~~to store said game status a~~ first amount to store said game status for a predetermined time period and charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined time period and a number of said storages is limited to a predetermined number during a specified time period.

9. (Currently amended) The computer game system ~~10~~ according to claim 8, wherein said system is an integrated computer device.

10. (Currently amended) The computer game system ~~20~~ according to claim 8, wherein said system has a distributed architecture communicating via the Internet ~~22~~.

11. (Currently amended) The computer game system according to claim 8, wherein said charging means debits a user's account ~~28~~.

12. (Currently amended) The computer game system according to claim 8, wherein said charging means comprises a cash receiver ~~46~~.

13. (Currently amended) A computer game program, which when loaded into a computer provides instruction for carrying out the steps of:

- (a)-loading said computer game program;
- (b)- executing said computer game program;

(c)-receiving instructions from a user interface to start playing said game program free of charge;

(d)-changing the game status according to said instructions, and

(e)-charging a user to store said game status comprising: charging said user a first amount to store said game status during a predetermined time period for a limited number of time and charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined time period and a number of said storages is limited over a specified time period.